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1 A component and communication model for push systems 85%
Manfred Hauswirth , Mehdi Jazayeri
ACM SIGSOFT Software Engineering Notes , Proceedings of the 7th European engineering conference held jointly with the 7th ACM SIGSOFT international symposium on Foundations of software engineering October 1999
Volume 24 Issue 6
We present a communication and component model for push systems. Surprisingly, despite the widespread use of many push services on the Internet, no such models exist. Our communication model contrasts push systems with client-server and event-based systems. Our component model provides a basis for comparison and evaluation of different push systems and their design alternatives. We compare several prominent push systems using our component model. The component model consists of producers an ...

2 Madefast: collaborative engineering over the Internet 85%
Mark R. Cutkosky , Jay M. Tenenbaum , Jay Glicksman
Communications of the ACM September 1996
Volume 39 Issue 9

3 Programming languages for distributed computing systems 82%
Henri E. Bal , Jennifer G. Steiner , Andrew S. Tanenbaum
ACM Computing Surveys (CSUR) September 1989
Volume 21 Issue 3
When distributed systems first appeared, they were programmed in traditional sequential languages, usually with the addition of a few library procedures for sending and receiving messages. As distributed applications became more commonplace and more sophisticated, this ad hoc approach became less satisfactory. Researchers all over the world began designing new programming languages specifically for implementing distributed applications. These languages and their history, their underlying pr ...

4 The &OHgr; key management service 82%
Michael K. Reiter , Matthew K. Franklin , John B. Lacy , Rebecca N. Wright

Proceedings of the 3rd ACM conference on Computer and communications security January 1996

5 Internetwork infrastructure requirements for virtual environments 82%
Donald P. Brutzman , Michael R. Macedonia , Michael J. Zyda
Proceedings of the first symposium on Virtual reality modeling language January 1995

6 Lazy replication: exploiting the semantics of distributed services 82%
Rivka Ladin , Barbara Liskov , Liuba Shrira
Proceedings of the ninth annual ACM symposium on Principles of distributed computing August 1990

7 Groupware: some issues and experiences 80%
Clarence A. Ellis , Simon J. Gibbs , Gail Rein
Communications of the ACM January 1991
Volume 34 Issue 1

8 Implication of the guaranteed, reliable, secure broadcast technology to office information systems 80%
L. C. N. Tseung , C. C. Yu
ACM SIGOIS Bulletin , Proceedings of the conference on Office information systems March 1990
Volume 11 Issue 2-3

Guaranteed, Reliable, Secure Broadcast (GRSB) - is a protocol that provides reliable and secure broadcast/multicast communications. Four logical nodes are enforced in the network - a Central Retransmitter, a Security Controller, a Designated Acknowledger, a (many when need) Playback Recorder(s). Through the coordinated service of the four nodes, every user node can be guaranteed to receive all broadcast messages in a secure manner and in the correct temporal order. This paper focuses on the ...

9 Privacy/anonymity: Receiver anonymity via incomparable public keys 80%
Brent R. Waters , Edward W. Felten , Amit Sahai
Proceedings of the 10th ACM conference on Computer and communication security October 2003

We describe a new method for protecting the anonymity of message receivers in an untrusted network. Surprisingly, existing methods fail to provide the required level of anonymity for receivers (although those methods do protect sender anonymity). Our method relies on the use of multicast, along with a novel cryptographic primitive that we call an Incomparable Public Key cryptosystem, which allows a receiver to efficiently create many anonymous "identities" for itself without divulging that these ...

10 Routing: ANODR: anonymous on demand routing with untraceable routes for mobile ad-hoc networks 80%
Jiejun Kong , Xiaoyan Hong
Proceedings of the 4th ACM international symposium on Mobile ad hoc networking & computing June 2003

In hostile environments, the enemy can launch traffic analysis against interceptable routing information embedded in routing messages and data packets. Allowing adversaries to trace network routes and infer the motion pattern of nodes at the end of those routes may pose a serious threat to covert operations. We propose ANODR, an anonymous on-demand routing protocol for mobile ad hoc networks deployed in hostile environments. We address two closely related problems: For *route anonymity*, AN ...

11 Notable computer networks 80%

John S. Quarterman , Josiah C. Hoskins
Communications of the ACM October 1986
Volume 29 Issue 10

Computer networks are becoming more numerous and more diverse. Collectively, they constitute a worldwide metanetwork.

12 Advanced tutorials: Groupware and the simulation consultant 80%

Simon J. E. Taylor
Proceedings of the 32nd conference on Winter simulation December 2000

This paper recognises that good communication and interaction are key factors to the success of a simulation project and suggests that groupware technology can increase the chances of success. To underline this, the paper reviews the process of simulation to illustrate the amount of communication and interaction that must take place during a simulation project. The paper then discusses computer supported cooperative work and groupware, a research field and information technology that has success ...

13 Session 5: WWG: a wide-area infrastructure to support groups 80%

Joan Manuel Marquès , Leandro Navarro
Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work - Volume 2001 September 2001

Group learning at Internet scale is becoming more frequent in university courses. This complex process requires support by distributed computing learning support infrastructures.This paper describes the design of WWG (World-Wide Groups): a distributed and decentralized infrastructure with the aim of supporting distributed group learning and team work, centered on the distribution of events, so that every participant can be notified and thus be aware of the actions, changes, progress of the group ...

14 Electronic commerce: a half-empty glass? 80%

Sasa Dekleva
Communications of the AIS June 2000

15 Xor-trees for efficient anonymous multicast and reception 80%

Shlomi Dolev , Rafail Ostrobsky
ACM Transactions on Information and System Security (TISSEC) May 2000
Volume 3 Issue 2

We examine the problem of efficient anonymous multicast and reception in general communication networks. We present algorithms that achieve anonymous communication, are protected against traffic analysis, and require O(1) amortized communication complexity on each link and low computational comlexity. The algorithms support sender anonymity, receiver(s) anonymity, or sender-receiver anonymity.

16 A protocol for anonymous communication over the Internet 80%

Clay Shields , Brian Neil Levine
Proceedings of the 7th ACM conference on Computer and communications security November 2000

17 The prize collecting Steiner tree problem: theory and practice 80%

David S. Johnson , Maria Minkoff , Steven Phillips
Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms February 2000

18 Bibliography of recent publications on computer communication 80%

Martha Steenstrup
ACM SIGCOMM Computer Communication Review July 1998
Volume 28 Issue 3

19 Bibliography of recent publications on computer communication 80%

Martha Steenstrup
ACM SIGCOMM Computer Communication Review January 1998
Volume 28 Issue 1

The quantitative results presented in our SIGCOMM '97 paper [1] include numerous minor errors. These errors were caused by programming bugs that led to faulty analyses and simulations, and by inaccurate transcriptions during the preparation of the paper. Here we present corrected figures and tables, as well as corrections to values that appeared in the text of the original paper. The effect of correcting the errors is to reduce the differences between the results based on the proxy trace and tho ...

20 The design, implementation and operation of an email pseudonym server 80%

David Mazières , M. Frans Kaashoek
Proceedings of the 5th ACM conference on Computer and communications security
November 1998

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